Gestion de Projet et Génie Logiciel
Master 1, Lyon 1

Matthieu Moy

UCBL

2020-2021

Quality Criteria for Software

- Some criteria for the user

  Reliable Gives the expected result,
  Robust Doesn't crash, behaves reasonably in unexpected conditions,
  Efficient Gives the result quickly,
  User-friendly Easy to use,
  Secure Ability to resist to malicious uses.

Quality Criteria for Software

- Criteria for the developer

  Readable Easy to read, to understand. Well documented,
  Maintainable Easy to modify, to fix,
  Portable Runs on various systems,
  Extensible Easy to improve,
  Reusable Can be adapted to other applications.

Software Crisis

Cost of software is always important and higher than expected.

- Success of projects (Standish group, CHAOS Summary 2014):

	Number of projects
Abandonned, never used	31%
Late, over budget, incomplete	52%
On time and on budget	16%

- Usage of features (Waste In Software Projects, http://thecriticalpath.info/2011/07/07/waste-in-software-projects/):

Use of features	Number of features
Never used	45%
Rarely used	19%
Sometimes	16%
Often	13%
Always	7%

Why is it so hard?

Software development is easy:

https://www.flickr.com/photos/jacobavanzato/16152519186

Why is it so hard?

A first prototype is easy to get ...

https://www.flickr.com/photos/78044378@N00/364003706

Why is it so hard?

... but how do we extend it? How do we scale?

https://www.flickr.com/photos/10402746@N04/7165270428

Scale? How big?

- Typical lab work = 100 LOC
- Typical school project = 1000 LOC
- 100 developers, 100 LOC/day[1], 10 years = 20 MLOC
- Linux Kernel in 2020: 27 MLOC
- Facebook: 60 MLOC
- Windows: 3 million *files*
- Google's full codebase: 2 *Billion* LOC

Nice visualization: https://informationisbeautiful.net/visualizations/million-lines-of-code/

⇝ Not all programs are that big, but most programs are orders of magnitude bigger than what you've experienced so far.

[1] Optimistic estimate, e.g. COCOMO model estimates to 10-20 LOC/day
⇒ > 10 $/LOC ...

How buggy is it?

"Industry Average: about 15 – 50 errors per 1000 lines of delivered code."

"Microsoft Applications: about 10 – 20 defects per 1000 lines of code during in-house testing, and 0.5 defect per KLOC in production."

(Source: Steve McConnell book, "Code Complete")

A few Famous Bugs

- Therac-25: radiotherapy machine killed at least 6 persons
  http://cr4.globalspec.com/blogentry/19025/Failure-of-the-Therac-25-Medical-Linear-Accelerator
- Ariane 5 crash: arithmetic overflow ⇒ self-destruction of the shuttle ⇒ most expensive firework ever (≈ 500 M$). Ironically: well-tested software (re-used from Ariane 4), hardware redundancy (both computers crashed).
  http://www-users.math.umn.edu/~arnold/disasters/ariane.html
- Mont Saint-Odile's crash: "the pilots inadvertently left the autopilot set in Vertical Speed mode (instead of Flight Path Angle mode) then entered "33" for "3.3^{o} descent angle", which for the autopilot meant a descent rate of 3,300 feet (1,000 m) per minute." ⇒ a UI bug that costed 87 lives.
  https://en.wikipedia.org/wiki/Air_Inter_Flight_148
- Mars Climate Orbiter: "software which produced output in non-SI units of pound-force seconds (lbf·s) instead of the SI units of newton-seconds (N·s) specified in the contract between NASA and Lockheed" ⇒ Incorrect interpretation of specification = ≈ 300$M$$ crash
  https://en.wikipedia.org/wiki/Mars_Climate_Orbiter

OK, these were critical systems. I just write ERPs/Accounting software

Well, you're in the game too!

Louvois: paiment system for french militaries

- "Pendant près de 7 ans, de nombreux soldats français ont vécu l'enfer. Non pas sur le terrain mais à cause de leur fiche de paie"
- Started in 2011, affected 120,000 employees.
- Over and under-payments.
- More complex than it seems: 174 different kinds of bonus
- "C'était courru d'avance", "De 150 points de vérification, on est passé à 15 pour tenir les délais"
- ⇒ complete rewrite decided. No fix available/possible.
- "Un logiciel nouveau comme ça, il faut au moins trois ans pour l'installer", "Il y aura donc bien un an de retard, et peut-être plus si l'on en croit d'autres sources.", "On prévoit le lancement au 1er janvier 2019"

⇝ Not just "one unfortunate bug": a 7-years failure due to initial bad management choices.

https://www.franceinter.fr/emissions/secrets-d-info/secrets-d-info-27-janvier-2018

Failure of "Agile" Contract at Macif

Alors qu'elle était plaignante, la Macif vient d'être condamnée à payer à un éditeur de logiciel 1.45 millions d'euros" (et 4 ans de développement).

https://www.linkedin.com/pulse/saffranchir-du-cycle-en-v-agile-canada-dry-ou-comment-maxime-blanc

Keep in Mind ...

1. Computer systems are complex and require good methods
2. Methods must combine rigor and adaptation to unknown and to change

UML Modeling?

- Modeling:
  - Helps informal discussions between developers (e.g. quick and dirty diagrams on white board)
  - Helps rigorous specifications
  - Helps deriving implementation (manually or automatic)
- Modeling is not sufficient:
  - Need for design and programming techniques
  - Write readable and reusable code

Software Lifecycle

- Requirement analysis and definition
- Analysis and design
- Coding/Debugging
- Validation
- Evolution and Maintenance

Software Lifecycle

- Requirement analysis and definition
  - specifications
  - feasibility study (may involve a prototype)

Software Lifecycle

- Analysis and design
  - Specification
  - Architecture (= hard-to-change decisions)
  - Detailed design (algorithms, data-structures)

Software Lifecycle

- Coding

Software Lifecycle

- Validation: make sure the program “works”
  - Static analysis and proof
  - Code review (very efficient)
  - Tests (essential)

Software Lifecycle

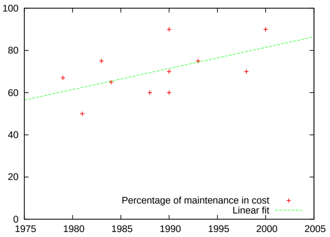
- Evolution and maintenance:
  - Corrective maintenance (Bug fixing)
  - Adaptive maintenance (Porting, ...)
  - Evolutionary maintenance (New features, ...)

“Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live.”

Effort distribution

http://users.jyu.fi/~koskinen/smcosts.htm

- Part of Maintenance in Total Cost:



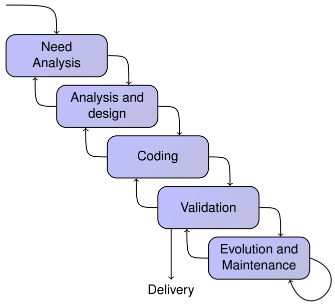
⇒ better optimize for maintainability than for initial development

Effort distribution in Initial Development

As a rule of thumb ...

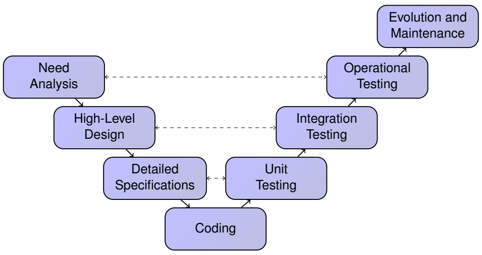
- Initial development:
  - Requirement analysis, architectural design: 40%
  - Coding, debugging: 20%
  - Validation: 40%

Waterfall Lifecycle



V Lifecycle

Variant of the Waterfall Lifecycle

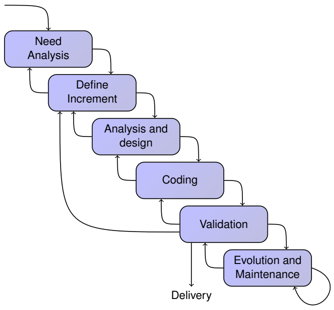


Waterfall/V Lifecycle

- Guiding principle: Interactions occur only between two successive states.
- Advantages:
  - Clean design (hopefully), no evolution within initial development.
  - Contractualization: specifications and effort estimates are known (hopefully) early
- Drawbacks:
  - Defect in first steps can have catastrophic consequences
  - Validation of specification late in the design
  - Integration late in the cycle ⇒ most risks eliminated late
  - Hardly parallelizable
  - Perfect in theory, but not adapted to humans?
- Variant: de-risk with “W”-lifecycle

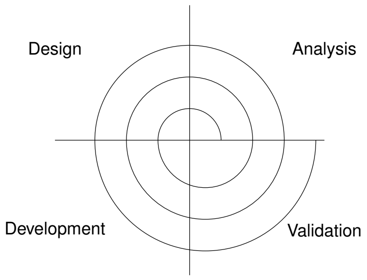
  “The management question, therefore, is not whether to build a pilot system and throw it away. You *will* do that. [...] Hence *plan to throw one away; you will, anyhow.*” (The Mythical Man-Month, 1975, Brooks)

Incremental Lifecycle



Spiral Lifecycle

Another view of the Incremental Lifecycle



Incremental Lifecycle

- Guiding principle: divide the program in small amounts of analyzed, coded, and tested features.
- Advantages:
  - Early discovery of problems,
  - Early availability of prototypes (essential to get feedback from the client),
  - Helps continuous validation,
  - Allows time-based releases, as opposed to feature-based releases.

Specifying the increment

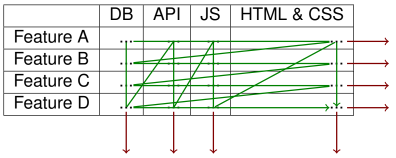
- Informally
- With a subset of the specification (if it exists)
- With a use-case (or “user story”)
- With a set of tests

  ⇒ Test Driven Development

```
while true loop
    write tests
    make sure they don't pass
    implement feature
    debug until test pass
    commit and push
end loop
```

Planning and Architecture with Iterative Development

Example with a typical web application: each feature may need entries in the database, modification to an internal REST API, JavaScript for the client-side logic and HTML&CSS for rendering.



	DB	API	JS	HTML & CSS
Feature A				
Feature B				
Feature C				
Feature D				

Layer-by-layer ⇝ First usable prototype after ≈ 90% work is done Feature-by-feature ⇝ Prototypes/releases available all along development

Organize the Work

- Principles: general guideline. Examples:
  - “Our highest priority is to satisfy the customer[...]” (Agile Manifesto)
  - “every module or class should have responsibility over a single part of the functionality provided by the software” (Single Responsibility Principle)
  - “The process of developing software consists of a number of phases.” (Software Development Life Cycle common principles)
- Practices: concrete things one can do. Examples:
  - Pair Programming
  - Test Driven Development
  - Code Review
  - Refactoring
  - DevOps
- Methods/methodologies: set of practices and how they are organized. Examples:
  - Waterfall
  - Merise (≈ ancestor of UML)
  - Scrum
  - Extreme Programming

Principles? Practices? Methods?

How to (not) Get the Best of it

- You may agree with principles and dislike the associated method
- Good practices of one method may apply to other methods
- Applying a method without understanding its principles is doomed[2]
- No silver bullet: a method that works in a context may fail in another
- A successful method needs/attracts consultants to train people on this method ⇒ creates business ⇒ creates marketing.

[2] Remember the Macif example above?

Methods in Software Engineering

- Main classes of methods:
  - Strategic management methods
  - Development methods
  - Project management methods
  - Quality assurance and control methods
- Development methods to:
  - Build operational systems
  - Organize the work
  - Manage the project's lifecycle
  - Manage costs
  - Manage risks
  - Get repeatable results

Evolution of methods

4 successive trends:

- Modeling by functions
- Modeling by data
- Object-oriented modeling
- Agile methods

1st generation: function-based modeling

- Decompose a problem into sub-problems: functions, sub-functions, ...
- Each function defines inputs and outputs
- Examples: IDEF0, SADT
- When one function changes, everything may change

2nd generation: data-based modeling

- “Systemic” approaches
- Information system = structure + behavior
- Model the data, how they are organized (e.g. UML entity-relationship diagrams, MERISE).
- Data-modeling important with (R)DBMS.
- Behavior modeled separately
- Strengths:
  - Data consistency, abstraction levels well-defined
- Weaknesses:
  - Lack of consistency between data and behavior
  - Pushes towards long lifecycles (V)

3rd generation: object-oriented modeling

- “Systemic” approaches with data/processing consistency
- Set of objects that collaborate, considered statically (what the system is: data) and dynamically (what the system does: functions).
- Functional evolution possible without changing the data
- Modularity through abstraction and encapsulation

Current trend: agile/adaptive ($\neq$ predictive) methods

- Short iterations (e.g. demonstrate new features to the client every week)
- Strong and continuous interaction with client
- Value responding to change over following a plan
- Self-organized teams
- Adaptive: retrospective and adaptation periodically

Tools ...

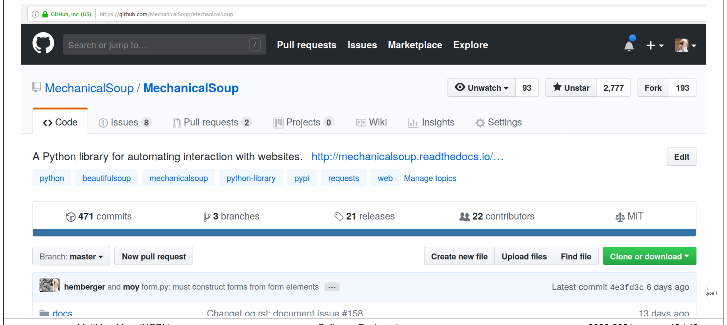
- Necessary for development (compiler, text editor)
- Catch mistakes early (tests, code analysis)
- Automate stuff (I'm lazy, too)

A Small Example: MechanicalSoup (Python library)

Disclaimer: I'm one of the authors

- Small library (400 LOC of Python + 1000 LOC of tests) for browsing websites
- Small, developed on free-time ⇒ no planning, no real methodology
- Tries to follow best practices and uses many fun tools
- Let's go trough a few of them... (you can do similar things with Lyon1's GitLab)

Hosting: Git, GitHub



GitHub, Inc. (US) https://github.com/MechanicalSoup/MechanicalSoup

MechanicalSoup / MechanicalSoup

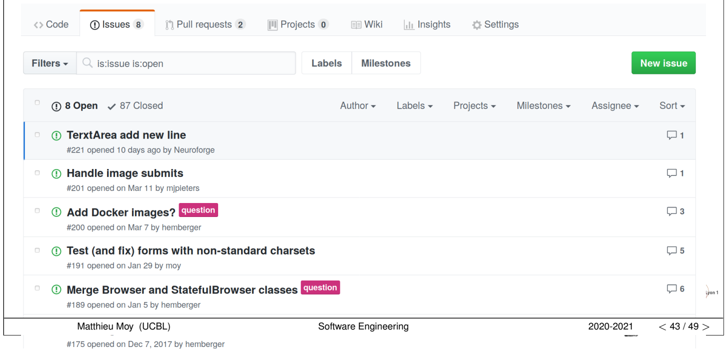
A Python library for automating interaction with websites. http://mechanicalsoup.readthedocs.io/…

471 commits 3 branches 21 releases 22 contributors MIT

hemberger and moy form.py: must construct forms from form elements … Latest commit 4e3fd3c 6 days ago

docs ChangeLog.rst: document issue #158 13 days ago

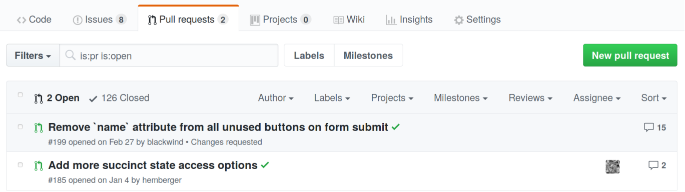
Report bugs, discuss future features: issue tracker



8 Open ✓ 87 Closed

- TerxtArea add new line — #221 opened 10 days ago by Neuroforge — 1
- Handle image submits — #201 opened on Mar 11 by mjpieters — 1
- Add Docker images? question — #200 opened on Mar 7 by hemberger — 3
- Test (and fix) forms with non-standard charsets — #191 opened on Jan 29 by moy — 5
- Merge Browser and StatefulBrowser classes question — #189 opened on Jan 5 by hemberger — 6
- #175 opened on Dec 7, 2017 by hemberger

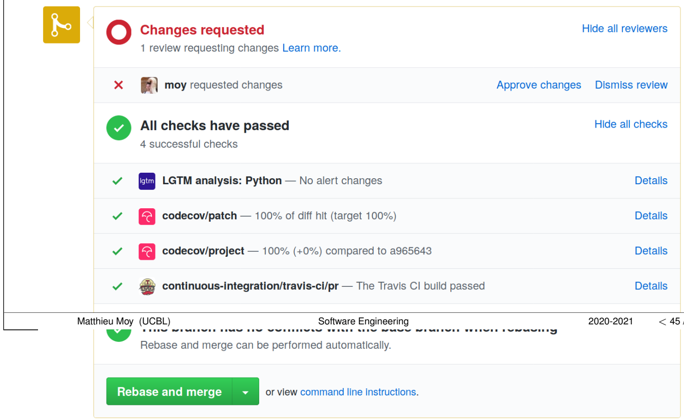
Submit code: pull-requests



2 Open ✓ 126 Closed

- Remove `name` attribute from all unused buttons on form submit ✓ — #199 opened on Feb 27 by blackwind • Changes requested — 15
- Add more succinct state access options ✓ — #185 opened on Jan 4 by hemberger — 2

Automated checks on pull-requests



Changes requested
1 review requesting changes Learn more.

✕ moy requested changes

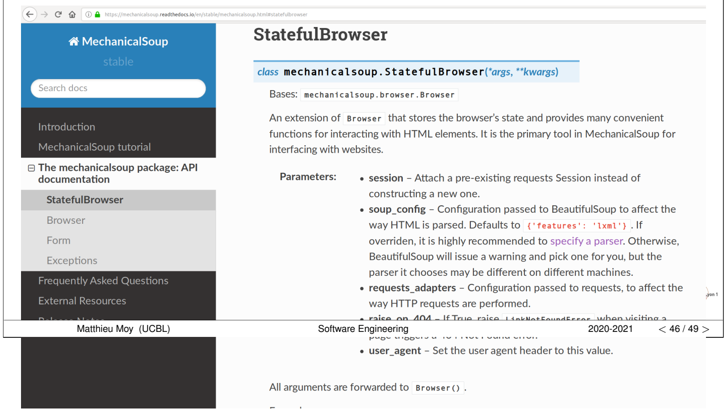
All checks have passed
4 successful checks

- ✓ LGTM analysis: Python — No alert changes — Details
- ✓ codecov/patch — 100% of diff hit (target 100%) — Details
- ✓ codecov/project — 100% (+0%) compared to a965643 — Details
- ✓ continuous-integration/travis-ci/pr — The Travis CI build passed — Details

This branch has no conflicts with the base branch when rebasing
Rebase and merge can be performed automatically.

or view command line instructions.

Documentation automatically generated at each push



https://mechanicalsoup.readthedocs.io/en/stable/mechanicalsoup.html#statefulbrowser

StatefulBrowser

class `mechanicalsoup.StatefulBrowser`(**args, **kwargs*)

Bases: `mechanicalsoup.browser.Browser`

An extension of `Browser` that stores the browser's state and provides many convenient functions for interacting with HTML elements. It is the primary tool in MechanicalSoup for interfacing with websites.

Parameters:

- **session** – Attach a pre-existing requests Session instead of constructing a new one.
- **soup_config** – Configuration passed to BeautifulSoup to affect the way HTML is parsed. Defaults to `{'features': 'lxml'}`. If overriden, it is highly recommended to specify a parser. Otherwise, BeautifulSoup will issue a warning and pick one for you, but the parser it chooses may be different on different machines.
- **requests_adapters** – Configuration passed to requests, to affect the way HTTP requests are performed.
- **raise_on_404** – If True, raise `LinkNotFoundError` when visiting a page triggers a 404 Not Found error.
- **user_agent** – Set the user agent header to this value.

All arguments are forwarded to `Browser()`.

About pull-requests and checks ...

- Anyone can submit a pull-request
- Pull-requests trigger build + testsuite + coverage check + style check + static analysis
  - Test failing ⇒ fail
  - Incompatibility with one supported version of Python ⇒ fail
  - Incorrect style (lines >80 characters, mis-placed space, ...) ⇒ fail
  - Line of code not covered by a test ⇒ fail
  - Bad pattern detected by code analysis ⇒ fail
- How we did all that? Mainly "use tools/services" (a few clicks to set up) and 30-lines long `.travis.yml` file.

Automated testing

(Because life it too short to spend time on manual testing)

- Code that tests code:

```
def test_no_404(httpbin):
    browser = mechanicalsoup.StatefulBrowser()
    resp = browser.open(httpbin + "/nosuchpage")
    assert resp.status_code == 404
```

- General form of automated tests:

```
def name_of_test_function():
    # given
    some_object = ...
    # when
    some_object.some_action(...)
    # then
    assert ...
```

Next Course: More on Tooling

- Build a complex Java project with gazillions of dependencies without pain
- Discover the awesomeness of GitLab
- Apply in your lab works!